

# GENERAL MEETING

TUESDAY  
OCTOBER 7th 1997  
8:00PM

San Leandro Community Library  
300 Estudillo Avenue - San  
Leandro

**Get on Pac Bell's Toll Road to the  
Information SuperHighway...**

**Call the SLCC BBS!!**

**Inside the 6502 West**

@  
**510+895-8022**

*Tell them Bob sent you!*

**SLCC**

**P.O. BOX 1506**

**San Leandro, CA 94577-0374**



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09/30/98

## Club Officers:

<b>President</b>	Robbie Bridges (510)797-5636
<b>Vice President</b>	Peter Chen (408)259-9642
<b>Treasurer</b>	Glenn Fowler (510)530-7128
<b>Secretary</b>	Jim Moran (510)865-6122

### Software Chairmen:

8-Bit	Bob Scholar (510)232-5330
8-Bit	Terry Stearns TMLWC
16/32-Bit	Glenn Fowler (510)530-7128

### Disk Librarians:

8-Bit	Glenn Fowler (510)530-7128
16/32-Bit	

## Special Interest Groups:

Beginners ST	Jim Moran (510)865-6122
Beginners 8-Bit	Glenn Fowler (510)530-7128
Beginners Clone	Jim Moran (510)865-6122

### Journal Staff

8-Bit Editor	Bob Woolley (510)865-1672
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# Minutes & Stuff

September, 2 1997

The September meeting was convened at its regular time, in the regular meeting room at the San Leandro Library, normal business was conducted, the crooked raffle was held in its usual underhanded way, and the meeting was adjourned at the normal time. All very much routine.

After fourteen years of SLCC meetings nothing much has changed. The above took place without me as it has a few other times since I joined in 1984. During this time it has been a very comfortable existence for the club and for all of us. To make a long story short all this is coming to a screeching halt in a few short months. As most of you are aware the San Leandro Library is closing and moving to Alvarado Street shortly after our December party/meeting. During the next two years the existing building will be renovated and brought up to earthquake standards.

The temporary library facilities have no meeting rooms. This means the SLCC loses its beautiful meeting room during that two-year period. If we want to continue as a club we have to find a new home. Our rich President Robbie Bridges (He works for BART.) brought this before the membership at the above meeting with a request for everybody to help find a new home for the SLCC. We don't need a large space, the average meeting attendance has only been 15-20. If you have ideas call Robbie.

## STUFF

Not much going on this month, my favorite company, JTS (ex Atari) has had another banner month its stock is up a whopping ten percent. That's the second good month in a row. The stock is now 75 cents a share. Maybe Atari will make it back after all.

My other favorite company, Microsoft, yesterday released the new version of MS Internet Explorer and today's mail brought my copy of the MS Office upgrade or bug fix depending on how you look at it. Both for a mailing cost of five dollars. Such a deal. Considering that I am only one of many tens of millions that will get copies of these two programs, the cost must be staggering. Of course this week also brought a list of the nations wealthiest people and heading the list is my favorite computer nerd, Bill Gates. Gate's whose wealth is primarily his share of Microsoft is reportedly worth 39 plus billion dollars. I feel a little bit bad that all these freebies have probably stopped him from topping 40 billion. Nah, I don't really feel bad, just jealous.

See you at the meeting.

Jim Moran - Secretary

D.O.M. OCTOBER 1997 - SUMMARY

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The main program on this disk is PARADOX (a Text/ADV.) which uses part of side 1 & most of 2. It starts when you RUN the file '\*PAUL' on side 1.

There are also 5 Games (1 may be a DEMO); 1 UTILITY & 1 DEMO/(UTIL?).

### \*\*DIRECTORY of DISK #1510\*\*

Front:- Boot With BASIC!

* D.O.M.-->	000	*<-No. 1510a	000
*SAN LEANDRO	000	*COMP.. CLUB	000
DOS	SYS 037	SLCC1510DOC	029
AUTORUN	SYS 002	HELLO	011
MENU	034	BOMBER	BAS 051
BOUNCE	OBJ 064	DIAMONDBAS	071
EGYPT	BAS 049	MANAGER	BAS 088
STARVENTBAS	037	*PAUL	001
PICKEL	013	MINI	DAT 003
PARADOX	ADV 213	004	FREE SECTORS

Back: Don't BOOT!- see PROMPTS/INSTR.

The first 25 files on side 2 are part of PARADOX (Text/ADV.)- they will be used per Program PROMPTS.

The last file: \*PARALLAXOBJ 087 loads with MENU (on side one).

003 FREE SECTORS

### PROGRAM DETAILS

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BOMBER.BAS is from the OHAUG disk for 7&8/1997 (originally from a Dutch Atari club called S.A.G.) The Game is quite simple but it looks like it can be fun. There is no Documentation, so you'll have to work out the rules!

BOUNCE.OBJ by Joel Gluck is from ANALOG #27 (2/85). It's a DEMO/Game?! You Draw lines and place balls on the first screen:- set them bouncing from margins & lines in the 2nd. Both have instructions. Place up to 200 balls; vary the speed; etc. The patterns and possible applications are endless!

DIAMONDM.BAS is also from S.A.G. and OHAUG's N/L disk for 7&8/1997. It has no DOC- so you have to figure out the rules and objective(s). It looks like several familiar Games- I'm sure you'll have fun playing it.

EGYPT.BAS: an EDU/DEMO (?) was in ANTIC (7/89); and programmed by Chris Carrier it converts dates to and from modern, and ancient Egyptian systems. Their original calendar had a 10 day week; a 3 week month and 3 seasons of 4 months (+ 5.25 EXTRA days). It was used for over 3,000 years- it's still useful to astronomers and historians. Input a date and get a screen of data about that day and year including the day of the week; and the Julian Day # (since 1/1/4713 BC). Read the article for many other fascinating details!

MANAGER.BAS is a customer list dB by Thomas Andrews from ANTIC's 8/1989 issue. The total list size is limited to 19,000 characters, or 100 records; but it is expandable! Records have 10 fields; with lots of flexibility- see the magazine article for details.

STARVENT.Bas- a VERY! fast action Game, by Ronald Saari (ANTIC 7/1985). Collect Quontex crystals (9 per room) in the deserted space station. Avoid Death Pods, walls, & barriers in each of the 5 chambers. You start with 15 shields (?) & 3 lives. The action of the J/S is wierd (too fast for me)!!

PARADOX.ADV is a massive Text/ADV Game with color gRaphic enhancements; from the Bellcom library. Originally from Germany, it's for 1 Player with Keyboard- for XL/XE. Most of it is on side #2. It starts on side 1 when you RUN the file 'PAUL'. The program will Prompt you to turn the disk over when necessary (don't try to boot side 2). The last file on 2 is the Game below.

PARALLAX..OBJ is the last file on side 2. It can be loaded with the 'B' (or BINary) command of FULMENU on the front (side #1) of this disk. It also is from the Bellcom library. It's a very fast shoot-em-up. You must avoid and gun down flying enemy ships.